Star Trek: Elite Force

V1.0 by Songless

When the starship Voyager is pulled across the galaxy, they find themselves in the Delta Quadrant, seventy years worth of travel away from home. Cut off from the rest of the Federation, isolated, and forced to rely purely on their own talents. You might have heard this story before, or even experienced it firsthand… but not quite like this. This is the setting of Star Trek as seen through the Voyager: Elite Force and Star Trek: Elite Force II games, a wholly more adrenaline- and combat-filled view of the galaxy we all know and love.

After over four years of conflict, facing everything from Kazon to Hirogen to the terrifying Borg Collective, Voyager's chief of security, lieutenant Tuvok, realized the need for a dedicated team of combat specialists. Trained to handle the most dangerous away missions and equipped with the most advanced personal gear Voyager could provide, this new squad would become known as the *Hazard Team.*

Initially drawn from Voyager's crew, the Hazard Team has an open slot for your participation. Do you have what it takes?

Indeed, though *unconventional* by Starfleet standards, the Hazard Team will prove to be vital for keeping Voyager as well as the wider galaxy safe on numerous occasions - although the Federation likes to see itself as wholly peaceful

In the next ten years, you'll get the chance to go out and explore, meet new species, and likely shoot more than a few of them. The galaxy is a dangerous place, after all, and even if or when Voyager returns home, you'll find that your adventures and the need for this new breed of combat experts aren't going to simply end.

So set your Phasers to frag, and get ready to save the galaxy one explosion at a time.

You start with **1000 Combat Points**.

BACKGROUNDS

Your background defines your history - if any - in this setting. You may choose to get the full 'reincarnation' package with a life and history here prior to your arrival, or begin as a 'Drop-In' instead. The assumed default is that you are a member of Starfleet, but this is not required; a decent portion of Voyager's crew started out as a member of the Maquis freedom fighters, not to mention Delta Quadrant natives like Neelix and Kes.

Now then, since the galaxy is a big place filled with countless space-faring societies, you'll have to decide what species you're going to be.

You may become any species equivalent to humans in terms of physical and mental potential, such as Bajorans, Kazon, and Malon, for **free**. This includes any species with minor benefits but equally relevant downsides, and most commonly seen aliens fall into this category one way or another.
Any species with small but useful benefits over this baseline, such as the physical strength and resilience of a Klingon or a Vulcan will cost you **50CP**.
For **100CP**, you may become a species with multiple minor benefits or one major advantage over other sentients, such as the Hirogen's size and power or the organic technology of a Reaper or mid-tier Exomorph.
Finally, for **150CP**, you can become a species with natural abilities that are substantially superior in multiple ways or who possess a single, overwhelming advantage. A Ocampa's incredible psychic potential, a freed Borg Drone's technological aptitude or the bizarre powers of Species 8472 would all place them at this level.

Hybrid species, such as being a half-Betazoid, being the beneficiary (or victim) of extensive medical alterations or similar 'edge cases' are permitted as well. Use the above examples to estimate the cost for any species, hybrid or other such option not mentioned here. You may not become a species significantly more capable than those costing 150CP, like a third Caretaker or a reality warper on par with Q.
Regardless of your choice, you are free to pick your age and gender from any appropriate for an adult of your species (insofar as this is actually applicable and/or relevant).

Aside from your species, the most important choice will likely be your choice of actual *Background* - the career and/or goals you have here.

First, you can become an **Assault** specialist. Close quarters combat is your forte, and you're usually the one taking point whenever your team heads into hostile territory.

You can also choose to focus on **Infiltration**. Stealth, sabotage and making a clean kill with a single, well-aimed shot are the trades you excel in. Expect a lot of quiet skulking around while your rowdier teammates draw attention away.

Your third option is to become a **Support** member of the Hazard Team. Alien computers, medical care, maintaining and developing guns… you're probably one of the smarter folks on the team, though your actual combat skills are less well developed.

Finally, you could try to become part of the **Leadership**. Making the right decision in the heat of battle is as difficult as actual combat, if not more so, but you're the kind of person who excels at keeping a cool head and taking advantage of every tactical opportunity.

Regardless of your chosen career and other details, you'll start your time here either on board Voyager the moment it's caught in the Caretaker's snare, or close by their arrival point in the Delta Quadrant with the chance to join up. Barring changes to the timeline you introduce yourself, you'll end up facing the Forge's unending hunger in roughly five years, and see the Exomorph crisis in nine or so.

PERKS

Assault

- Shock Trooper (100CP, free for Assault)

Getting ‘up close and personal’ in battles where the average combatant comes with high-powered energy weapons is not a talent most would find beneficial. Most would, however, forget that spaceships, planetary colonies and many other battlefields tend towards being more than a little *cramped*, and all that firepower is useless when enemies can’t engage you from afar. You’re a veteran when it comes to fighting up close, and you could probably make that Assault Rifle *shine*. Whether it’s using your close proximity to target weak points a more distant attacker wouldn’t be able to hit (or even see), knocking people off their feet with a technique stolen from Vulcan martial arts, or simply being the first to pull the trigger when you come around a corner and find yourself face to face with an angry klingon… well, you’ve got it. You’re still here, after all.

- The Best Defense... (200CP, discounted for Assault)

...is a good offense. Firefights, be they singular affairs or vast battles with hundreds of combatants, go to whoever manages to push their advantages farthest. Find a weakness, and *hammer* them. Momentum matters, and you know just how to make sure your foes never get the chance to recover. From suppressive fire to grenades and flanking maneuvers to just hitting them over and over until they break - so long as you can make sure your enemies are always forced to react to your moves rather than act on their own, you can set the pace of a battle and win long before the last shot has been fired.

- Eye Of The Hurricane (400CP, discounted for Assault)

A firefight isn’t as clean and neatly orchestrated as what you see in holonovels; it’s hectic, it’s confusing, it’s an all-out *mess*. And you’re right in the thick of it, making it look easy. Your ability to keep track of everything around you borders on the supernatural, to the point you could take

on half a dozen enemies at the same time and know *exactly* when one of them is getting ready to hit you in the back. Most folks would be terrified while battling through a cramped hallway swarming with Exomorphs. For you, it's just another day on the job.

- It Is A Good Day To Die (600CP, discounted for Assault)

Arguably the most famous Klingon proverb when it comes to fortune in battle, it might be true for you at times… but that doesn't mean you'll actually *be* dead by the end of the day. You are unreasonably tough and blessed with an amount of luck others might consider the blessing of some bizarre alien god - anything and everything to keep you alive until the battle is won. Though obviously most useful to avoid being worn down by light fire, this Perk also guarantees you can survive at least one situation you otherwise never would have as a kind of proactive 'one up'. As an example, you could take a direct hit from a high-powered sniper rifle, and not just survive long enough to get transported to safety, but also to yell in defiance at the shooter (and possibly your commanding officer for deciding to beam you out).

Infiltration

- Soft Step (100CP, free for Infiltration)

The easiest way to get the upper hand in a fight is to hit them before they're ready, and the easiest way to do *that* is to not get noticed until the Phaser blasts start flying. You're quite adept at moving without being heard or seen, and can easily adjust for any unusual forms of detection the enemy might be using. Whether it's gravel, rusted iron or a Federation starship's classic blue-ish purple carpets, you'd be able to sneak up on someone and they wouldn't notice you until you breathed in their pointy ears.

- Marksman (200CP, discounted for Infiltration)

One shot, one kill - it's been the marksmen's creed for generations, and the 24th century is no different. Though an immediate kill can't be guaranteed against all targets, the importance of accuracy and trigger discipline remains high. You've learned how to rely on precision and surgical strikes rather than brute force or volume of fire, ensuring that you're one of the most accurate shooters around. Whether it's leading your targets while using a Scavenger Rifle or nailing an enemy in the head from a mile away with the Federation's latest sniper weapon, you'll be able to guarantee a ninety percent hit rate in almost any situation. Well, assuming the weapon can *reach* that far - you're not going to hit enemies a mile away with a grenade launcher.

- Old School Federation Subterfuge (400CP**,** discounted for Infiltration)

High-tech hacking programs, signal dampening systems, cloaking devices… oftentimes the most important part of any successful infiltration is the *person*. You are a master when it comes to impersonating others, from speech patterns and outward appearances to mannerisms and near-subconscious tells.
With a bit of prep-time, a discarded outfit and maybe some cosmetic surgery, you could walk into a top-secret Romulan outpost or a paranoid pirate station and bluff your way through so effectively they'd half believe they'd seen you there for months already. Why shoot or hack your

way through when you can simply walk in through the front door? It's better not to set off any alarms, after all.

- Skittish (600CP, discounted for Infiltration)

Failure is an inevitability - if not today, then someday. So you'd better be ready… and have a back-up plan just in case. If nothing else, your experience in the art of subterfuge has honed your gut feeling to the point of near prescience, so you have some idea when things are going to go wrong... if perhaps without knowing exactly why.
You essentially have a 'sixth sense' for when you're about to be made by the enemy, betrayed by a supposed ally, get caught springing a teammate from a cell, or you're otherwise moments away from a quiet operation descending into chaos and gunfire. In most cases it's not much time, but having the chance to react before your cover is blown by a particularly observant guard or your head is blown *off* by a Romulan sniper can be immeasurably valuable.

Support

- Battlefield Triage (100CP, free for Support)

It's an inevitable fact of tackling missions into hostile territory that, usually, someone ends up shot. Keeping a squad going when half the members suffer severe phaser burns (to say nothing of more serious injuries) can be challenging, but there's a good reason your squadmates will turn to you in such situations. You're a capable doctor, but rather than the more esoteric and wide skill coverage most ordinary Federation medical professionals enjoy, you are especially gifted when it comes to *field* medicine. You know how to keep people alive through grievous wounds, you can stay calm in the middle of emergency surgery even when disruptor blasts and plasma grenades are flying left and right, and while you might need to get the severely injured to a proper sick bay for more extensive work rather than do a field 'patch job', you've got pretty good odds of keeping them alive until they actually get there. Bring your hyposprays, keep your medical tricorder charged, and you'll make a lot of (probably very deadly) friends.

- "I Wouldn't Be Much Of A Demolitionist… (200CP, discounted for Support)

...if I couldn't blow up a door." Well, you and Austin Chang would probably get along splendidly, because explosives might as well be in your blood. Grenade launchers, demolitions, breaching charges, maybe a detonator or two… you've seen them all, used them all, and you're the first person anyone goes to whenever they need something to go 'boom'. More than that, you're an absolute savant when it comes to recognizing weak points or critical components; even a small bomb could cause a devastating chain reaction if put in the right place, and you'll know where it is every single time.

- Systems Specialist (400CP, discounted for Support)

You can't always shoot your way out of trouble; sometimes you need brains like yours. You're a talented engineer, hacker and xeno-specialist, with a particular focus on alien system analysis. Though more in-depth use of an alien's computer systems will obviously require more extensive study, you're nothing less than a savant when it comes to quickly finding whatever critical program or circuit you need to close a bulkhead on an incoming group of enemies, disable a

self-destruct system, or otherwise deal with the latest urgent crisis that's going to kill everyone in less than ten seconds unless you stop it. Just… try and stay calm under fire, yeah? One Chell's enough.

- Armorer (600CP, discounted for Support)

Though the skill of Federation engineers is (in)famous in general, a lot of the time these fine men and women achieve feats of legend while forced to improvise with various amounts of 'technobabble'. Doing so in the middle of a battle is somewhat dangerous to your health, however, so those in charge of developing and maintaining the equipment used by the Hazard Teams need to *anticipate* instead. You're a master engineer, not with starship systems or holodecks or what have you, but with *guns*. Reverse-engineering recovered equipment is trivial for you, and given an afternoon and a decent supply of components, you could whip up new weapons and other combat systems that could revolutionize Starfleet infantry combat doctrines. Why stop at grenade launchers when you can start blasting enemies apart with miniaturized photon torpedoes instead? With these kinds of skills, the other 'yellow shirts' would probably look at you with more than a little awe… and perhaps some fear, as well.

Leadership

- Tactical Superiority (100CP, free for Leadership)

Enemies don't wait for you - if you're going to act, you usually have to act *right now* or lose your chance. One of the most important skills in a fight isn't so much shooting accurately or dodging enemy fire, but having the ability to quickly assess situations and figure out *where* you need to dodge or shoot. Through rigorous training and a good helping of natural talent, you're a master at grasping the current situation on the battlefield, allowing you to quickly figure out your next steps. This even works remotely, such as having to give orders or adapt your plans based on fragmented transmissions from teammates elsewhere, though it's obviously most effective when you're right there in the thick of things.

- Academy Hotshot (200CP, discounted for Leadership)

It's not easy getting someone prepared for the battlefield, and though the Holodeck offers some possibilities for training, it's just not quite the same. But even so, you'll make do. You're a pretty good teacher, especially when it comes to skills such as tactics, advanced weaponry, and other combat-related topics. More than that, however, you've also come to realize that there's always more to learn, and you'll often find that you'll learn from your students just as they learn from you. After all, sometimes a new and successful tactic can start from little more than a new perspective, and who better to offer that than a newcomer to the trade?

- Hazard Officer (400CP, discounted for Leadership)

There's more to leading troops into battle than giving them orders. Keeping morale up, maintaining focus on the objective, and ensuring a fight turns out to your advantage through superior preparation are each vital aspects of combat. You've become a master at the more indirect aspects of leadership. You seem to have a commanding presence, and your subordinates will find themselves more confident and collected when fighting by your side. In

addition to being able to perform any task they are capable of as if they were calm and collected rather than taking heavy enemy fire, their morale is rock-solid in even the most extreme circumstances. Indeed, with a bit of effort you could turn even Ensign Chell into a stone-cold badass… or at least a reasonable approximation of one.

- Fortune Favors The Bold (600CP, discounted for Leadership)

When the chips are down, when it's all down to that one single chance, when it's success or failure with nothing in between… sometimes, the most important thing to do is know you need to act and *commit* to it. With this Perk, you will find your overall level of decisiveness increasing dramatically, especially during any kind of crisis or turning point. More than that, your odds of picking the right course of action and succeeding at it become far greater than before. If the fate of the galaxy hangs in the balance and it's all down to you? You'll have complete, absolute certainty of what you need to do, even if doing so would mean ignoring several direct orders, taking exorbitant risks, or otherwise going against 'common sense'... and by the time it's all over, they'll probably thank you for it anyway.

Non-discounted Perks

- Standardized Training (One free for all, 50CP for additional purchases)

The Hazard Team is established because of the need for a dedicated team of combat specialists, but before that, each of its members was a member of Starfleet first - or at least the Maquis. This Perk represents the basic scientific, social, and physical instruction all members of Starfleet are expected to have, though focused on a single area of expertise such as communications, engineering, piloting or command. You receive a single such education for free, equivalent to a better-than-average performance at Starfleet Academy and a year's worth of experience during active service. Repeat purchases allow you to either gain further training in a new field of study, or to 'double down' on your chosen area of expertise to become more talented and experienced, to the point that three purchases of a single career path would make you a peer to the most gifted characters seen in Star Trek.

- 'Non-Regulation Tactics' (100CP)

Out in the depths of space, events simply don't unfold the way those back in the Federation's safe embrace might imagine. Though rules, protocol, and instruction can take you part of the way, it's just as important to know when to throw the book out and *adapt*. You're versatile even by Starfleet standards, easily capable of improvising and thinking on your feet in situations none of your training ever prepared you for. With some quick creativity and a bit of luck, you'll be adapting to surprises with blazing speed… though explaining your decisions to the paper-pushers back home can be a challenge all on its own.

- Space Ready (100CP)

Combat in the 24th century is often quite similar to how it's been in centuries past - though the guns now fire energy blasts rather than bullets. But when things differ, they differ *a lot*. You're the kind of person who might very well have been born on a spaceship; thinking in three dimensions comes natural to you, fighting in low gravity is child's play, and even the most

hardened space suits are as comfortable as loungewear. You're also gifted with a complete immunity to vertigo, which might come in handy next time you're hurtling through a vacuum and need to keep your bearings.

- Excellence (100CP, discounted on repeat purchases)

You don't just have the training, you've got the experience, too. Whether you've been excelling in Starfleet or you're a Maquis of unusual talent, you've been doing this for some time… and those in charge have noticed your skill. You're immediately up for promotion to the next rank up from your current rank (normally Ensign to Lieutenant Junior Grade), complete with an extra pip, more authority... and likely the responsibilities to match. Additional purchases will likewise give you further opportunities for promotions, potentially going all the way to the top of the (local) hierarchy. That said, you might have to consider how and why, say, an Admiral gets involved in close quarters combat on a regular basis if you rise far enough through the ranks. In future jumps, you'll likewise be able to rapidly gain a similar number of promotions in whatever organisation you've signed up with.

- The Most Hazardous Mission Yet (100CP)

Phaser blasts and grenades flying every which way, adrenaline coursing through your veins, alien foes around every corner… you'd imagine you're busy enough simply surviving, but as it turns out the battlefield can be hot in more ways than one. Whether you're paying extra attention to some your team members or you end up rescuing a particularly appealing scientist or the like, romance and sensuality are as alive in the twenty-fourth century as they've ever been. You're far more likely to run into romantic opportunities, be they brief flings or more long-term engagements, and you'll find this to be especially apparent in any situation where combat becomes involved.
Who knows, maybe being a hero really *is* all you need to woo your preferred gender(s)?

COMBAT EQUIPMENT

Starfleet can't expect you to go into battle without being prepared, and you'll be issued a wide variety of different tools and weapons for whatever missions you'll face. That being said, there's a lot more out there than 'Federation Standard Issue' gear, and buying them in this section can get you items you might have otherwise missed, or simply get you some better models instead of the 'off the shelf' gear you might be given otherwise.
All weapons and other items bought here are guaranteed to never break, to continue working even in unconventional environments or dampening fields that might otherwise leave them inoperable, and each comes with a slowly replenishing supply of energy, resources, or other consumables - enough to ensure they are fully restocked after roughly one day. These energy stores can't be transferred to other systems and are solely for the item in question.
Any item bought for CP will be replaced if ever lost or destroyed entirely, with a new copy arriving in your warehouse (or whatever weapons locker you've been issued) after a week. Any damage they might take is slowly repaired as well over a similar timeframe. Weapons that can be configured to work with different ammunition types can be changed between missions (or even in the field); this choice is not 'locked' at the time of purchase.

You may import a similar item you already possess into a purchase here to grant it the combined benefits of both, at no additional cost. For example, you could import your favourite assault rifle into the Attrexian Arc Launcher to give it the latter's modes of attack, or import a suit of magical chainmail into your Hazard Suit to grant it shield emitters, nanite-based healing, and so on. Only one item may be imported per purchase.
You may purchase each option multiple times; their benefits stack as appropriate. A second purchase of *Redundant Emitters* grants a third shield layer over the existing two, for example, while a second *Orbital Strike* can now deploy twice as many attacks before running out.

Weaponry

- Melee Weapon (One free for all, 25CP for additional purchases)

Yes, most of the fights here will involve Phasers, Disruptors, grenades, Tachyon weaponry, miniaturized photon torpedoes and who knows what else. But sometimes, it's nice to just get in someone's face and hit them with a large and unpleasantly sharp piece of metal. Built with the finest of Federation metallurgy and engineering insights, this purchase grants you a melee weapon of some kind, with the exact details being up to you. The most common such weapon you'll see during your time here is likely the Klingon *Bat'Leth*, but nobody's going to be upset if you bring a pair of daggers or even a fencing weapon of some sort.

- Sidearm (One free for all, 25CP for additional purchases)

A basic weapon type that most Federation personnel are expected to be familiar - though not necessarily good - with, these weapons are designed more for reliability than raw power. Both available sidearms will recharge their batteries over time (though only when not recently fired), restoring to their full charge roughly ten seconds after the weapon was fired last.
The *Type 2 Phaser* fires a continuous Phaser beam while the trigger is held, dealing light damage to anything struck by it. The alternate fire generates a heavier beam that deals substantially more damage at the cost of faster battery drain, and has the potential to completely disintegrate enemies killed by it. It's fairly easily adapted for more unusual roles, though it is somewhat lacking in terms of raw firepower.
The *Romulan Disruptor* forgoes the continuous beam of its Phaser counterpart to instead fire more concentrated bolts of energy. It has a decent rate of fire and is slightly more powerful than the Phaser, but is slightly more difficult to hit targets with. The alternate fire mode is a 'charged' shot that deals heavy damage at the cost of a large portion of the weapon's charge level. It is overall more powerful than the Phaser above, but lacks some of its versatility.

- Automatic Weapons (50CP)

The mainstay of many military groups and likely the most common weapon you'll encounter during your time here, automatic weapons commonly sport a high rate of fire, low damage per shot, and good accuracy.
First, the *Enhanced Compression Phaser* is Starfleet's next-generation mid-range rifle. It fires highly accurate phaser blasts at a high rate of fire, and possesses a secondary firing mode that

launches a plasma charge on a ballistic trajectory, which explodes on impact. It is powered using standard plasma ammunition, a facet shared with most other Federation weapons.
Next, the *Scavenger Rifle* is a versatile, robust weapon that fires energy blasts at a high rate of fire. Compared to the phaser rifle above, the Scavenger Rifle's shots are more powerful, but need a short time to reach their target (making it less effective against nimble or hard-to-hit targets). The secondary firing mode is again an energy grenade that detonates on impact. The Scavenger Rifle is powered using small Dilithium crystals.
Finally, the *Attrexian Arc Launcher* combines the precision of the Enhanced Compression Phaser with the stopping power of the Scavenger Rifle. It fires beams of intense electrical energy that strike instantly for higher damage than the other automatic weapons, though with a slightly lower rate of fire and a relatively high energy cost per shot. The alternate fire mode is a grenade-like shell that creates a cloud of ionized gas at the impact site, which can be detonated by hitting it with any other weapon, releasing a powerful electrical discharge over a substantially larger area than a conventional plasma charge or Scavenger explosive. The Attrexian Arc Launcher is powered using Idryll energy.

- Heavy Rifles (50CP)

Heavy rifles are built to hit hard, dealing considerably more damage than automatic weapons at the cost of a much lower firing rate and a higher power cost per shot.
The first option is the *Type 3 Compression Phaser Rifle*; the default Federation heavy rifle fires pulsed phaser blasts with pinpoint accuracy at a slow rate of fire. The secondary fire generates a more powerful pulse at the cost of even greater energy drain, and on impact the stronger shot can disintegrate targets entirely. This weapon is powered by standard plasma energy ammunition.
The second choice, the *Assault Rifle*, is the 24th-century equivalent of a shotgun - each pull of the trigger sends a spread of energized plasma in a cone, dealing heavy damage at close range but being largely ineffective at long range due to very high projectile spread. The secondary fire launches a powerful blast of energy that detonates on impact, allowing skilled users to take down small groups of enemies with one hit. This weapon is powered by standard plasma energy ammunition.
Finally, the *Sniper Rifle* is the Federation's ultimate marksman weapon. Dealing extreme damage with each hit and sporting a scope that allows the user to strike with pinpoint accuracy from incredible range, this weapon hits harder than even the charged mode of the Compression Phaser Rifle. Its two main downsides are the extremely low firing rate, and the need for advanced high-energy Federation ammo to fuel the weapon's incredible power.

- Exotic Weapons (75CP)

These types of weaponry tend to be one-of-a-kind technologies that don't easily fall within more established doctrines. They are often poorly suited as a 'primary' weapon outside of niche situations, but their effectiveness can be unmatched for their specialized purposes and each is valuable in its own right for the technological or cultural insights one might gain from their study.
The first weapon in this category is the *Infinity Modulator*, or 'I-Mod'. Developed by Seven Of Nine, this dedicated anti-Borg weapon randomizes its phase frequency between each shot, making it impossible for the Borg's adaptive shielding to negate the weapon's attacks like they

can with most other Federation weapons. The I-Mod deals moderately high damage at a slow rate of fire, and possesses an alternate fire that further augments the beam's power - sufficient to eliminate most Borg drones in one shot - at the cost of an even further reduced firing rate. The I-Mod is powered by standard plasma energy ammunition.
The second weapon available here is the *Etherian Stasis Rifle.* Firing a stasis pulse rather than a more conventional projectile, this weapon was designed to put a target into stasis so it can be directly stored in the Etherian ship's cryo-bays. Without such supporting infrastructure, a direct hit instead causes severe damage from the formation of brief stasis 'bubbles' in the target's internal organs and armor. This weapon's secondary fire instead launches five weaker stasis pulses in a forward cone, effective against larger groups of targets. It is powered by Dilithium crystals.
Finally, this purchase can also be used to acquire an *Idryll Staff*. More a ceremonial tool and archeological piece than a conventional weapon, this staff can nonetheless launch lethal blasts of energy from the top end by swinging it in an arc. It deals heavy damage, but suffers from a high energy consumption and low rate of fire. The secondary mode of this weapon instead releases a chronometric distortion that causes any enemies near the user to be briefly locked in temporal stasis. The Idryll Staff is, unsurprisingly, powered using Idryll energy.

- Advanced Weapons (100CP)

The guns that get brought out when the conventional arms don't get the job done, these weapons excel at taking on superior numbers and dealing a large amount of damage in a very short amount of time. They're also prone to collateral damage, and are a poor choice for any fight where friendly fire is a possible concern. Only two weapons are available here, though each comes in one of two variants as well.
The first option is the *Grenade Launcher*. Firing high-explosive shells in an arc, this weapon deals heavy damage with a remarkably high ammo efficiency and a good firing rate. Though its maximum range is somewhat short, the explosive radius is enough to take down multiple targets with one hit. The 2376 model used on Voyager fires either 'bouncing' grenades that detonate on impact with an enemy or 'sticky' charges on a timer, and is powered using widely available plasma energy. A modified variant used in 2379 instead incorporates a more powerful detonator and a remote detonation option for greater tactical versatility and battlefield options, but this variant requires specialized high-energy Federation munitions to reload.
The second option is a *Tetryon Pulse Disruptor* or, more simply put, the 'Tetryon Gatling Gun'. Both models use a primary firing mode that shoots individually weak Tetryon blasts with modest accuracy and an extreme rate of fire. The Hirogen model can also fire 'bouncing' energy blasts that reflect off solid surfaces until they strike a target, at a rate only slightly slower than the primary firing mode, and it is powered using Dilithium. The Klingon design, by contrast, instead releases much more powerful reflecting blasts at a much lower rate of fire, lending itself better to engaging heavily armored targets. This variant is powered using conventional plasma energy.

- Heavy Weapons (150CP)

The most powerful and difficult to use weaponry, these guns are nothing less than overkill against ordinary soldiers or other humanoid targets. They provide the highest raw damage out

of all weapons, though often at the cost of a high drain on energy supplies and limited opportunities where deployment is both justified and unlikely to result in the user's demise.
First, the *Photon Burst* is a heavy rocket launcher that manufactures and fires unguided, miniaturized Photon Torpedoes. Though the payload is tiny in comparison to their full-sized counterparts, a direct hit is often powerful enough to vaporize several targets at once. The alternate fire loads a heavier payload for greater damage, and allows the shot to 'home in' on targets. The Photon Burst was developed to operate using conventional plasma energy, but in this situation it also has the largest ammo expenditure of all weapons available here. Alternatively, it can be powered with high-density Federation ammo to make it suited for more long-term combat use.
Second, the *Dreadnaught Arc Welder* is an exotic industrial tool refitted for combat use. Generating a continuous beam of ionized particles, this device can cut through Tritanium armor with ease, to say nothing of unarmored targets. It is powered by Dilithium crystals with a remarkable power efficiency, allowing the 'weapon' to maintain its beam for a surprising amount of time. It is also capable of launching a condensed blast of electricity, which causes severe 'splash damage' on impact.
Third, the *Quantum Burst* is an upgraded variant of the Photon Burst launcher, which uses more powerful quantum torpedo-based munitions. All of its shots are as powerful as the secondary blast of the Photon Burst, but the launched torpedoes travel faster and each projectile can be guided using a targeting laser to further improve accuracy and effectiveness against nimble targets. Unfortunately, the weapon's comparatively greater power comes with a reliance on more advanced components in the fired munitions. As a result, the launcher requires specialized high-density Federation ammo to be used and is unsuited for use with conventional Federation plasma supplies.
Finally, the *Romulan Radiation Disruptor* is a prototype heavy weapon developed by a Romulan splinter faction. Each shot irradiates a target area and anyone caught in the splash zone, doing continual damage over time to anyone unfortunate enough to be exposed. The secondary fire releases a powerful burst of radiation that detonates on impact, releasing a violent torrent of energies that can literally melt unshielded targets. This heavy weapon is operated using standard plasma energy.

Defenses And Utility

- The Hazard Suit (One free for all, 25CP for repeat purchases)

Built to be the armor for a new generation of soldiers, the Hazard Suit takes the form of a harness worn over the standard Starfleet uniform, outfitted with the most cutting edge technologies available to its creators. The built in shield emitters provide protection against a wide range of hostile weapons, and a Borg-derived nanite healing system can be used to mend injuries caused by any attacks that do make it past the suit's defenses. High capacity power storage allows the suit to fuel numerous weapons with ease, and although the suit doesn't come with a built-in power generator, it does have a sophisticated converter that can convert energy sources encountered in the field into forms suitable for recharging the shields, healing nanites, or weapon ammo supplies. Beyond these features, the suit also incorporates a Transporter buffer to serve as an 'inventory' of sorts, as well as a sophisticated communications and

counter-intelligence suite designed to allow Hazard Team members to operate in hostile environments without allowing enemies to easily track them or achieve a Transporter lock. Put together, the Hazard Suit forms a versatile and lightweight but crucial piece of equipment.
The Hazard Suit can be upgraded with various improvements; all suits purchased here are upgraded at the same time.

- Hazard Suit: Redundant Emitters (25CP)

Defensive shielding is vital for anyone engaged in sustained combat, but enhancing one's survivability is not as simple as simply adding more shield generators. Each purchase grants you a set of back-up shield emitters that can be used to shore up your defenses should the primary shields fail. This essentially gives you a second layer of defenses that automatically activates moments after the first is breached by weapons fire. Alternatively, you can instead activate both systems simultaneously; although interference from the two shield layers will cause both to slowly degrade in overall strength, the combined shield is initially considerably stronger and could let the user take heavy fire head-on where single shields would fail. Results will, of course, vary based on the remaining shield integrity and power supply of the individual layers.

- Hazard Suit: Capacitor Charge Suite (50CP)

In the field, your shields are a vital first line of defense against enemy attacks and environmental hazards alike. Although the standard Hazard Suit can withstand a considerable amount of fire before its shields fail, it can only recharge its shields with suitable power sources - which could not be included in the suit itself. This upgrade remedies this shortcoming, and allows your Hazard Suit to slowly replenish its shield power without the need for an external energy supply. Though it's too slow to maintain your shield integrity under fire, being able to recover most of your defenses between skirmishes can be an invaluable boon.

- Hazard Suit: Nanite Reconstruction (100CP)

The Hazard Suit comes with a small supply of Borg-derived nanoprobes, which can be used to heal Phaser wounds, radiation burns, and a wide range of other life-threatening and more minor injuries. However, the inherent danger of using Borg technologies meant that these probes had to be made dependent on external power to function; as such the standard suit's healing capabilities are very limited. Until now.
This upgrade modifies these regenerative nanoprobes to be fully self-sufficient, allowing them to replace any probes lost through use or being struck by enemy fire, as well as eliminating the need for a secondary power supply. This enables the suit to continually heal your wounds at a slow but noticeable rate, although the faster healing surge with an external connection remains an option as well. This upgrade also includes extra safety limiters, ensuring that the nanoprobes remain just as safe and reliable, without any risk of the user becoming a Drone.

- Hazard Suit: Buffer Synchronization (100CP)

The Hazard Suit comes with a built-in transporter buffer for carrying weapons and a small amount of mission-critical items, but it is still rather limited. This upgrade represents a complete overhaul of the buffer system, greatly improving its utility. Not only is the total storage space

increased to the point you could possibly store an entire second person (plus their equipment and guns) within the buffer and still have room to spare, but the system now also includes a short-ranged transfer suite that allows you to combine your 'inventory' with that of any nearby teammates. Passing around explosives or medical hyposprays while under fire has never been easier.

- Subspace Power Converter (100CP)

Although the Hazard Suit's built-in energy storage is large enough to power your weapons for a *considerable* amount of time, extended periods without recharging or resupply can still mean you might need to rely on your sidearm rather than your primary weapons. This independent system incorporates the latest in Starfleet energy absorption and conversion technologies to essentially create an automatically recharging power supply for your standard weapons. As a result, your Plasma 'ammunition' will continually replenish at a slow but steady pace, automatically feeding back into any suitable storage systems such as those found in the Hazard Suit itself. The generated energy is directly usable by the Compression Rifle, Enhanced Compression Rifle, Assault Rifle, Infinity Modulator, the mark I Grenade Launcher, the Tetryon Gatling Gun, the Photon Burst and the Romulan Radiation Disruptor. That said, you might also be able to tweak it for other uses or weapons as well should you have the appropriate engineering talents for such a task; this system is most useful for applications where a steady, moderate-intensity energy stream is required.

- Adaptive Re-Ionization Chamber (100CP)

Similar in purpose to the previously described system yet utilizing an entirely different approach, this technological marvel can be used to recycle and re-energize a variety of highly energetic materials. Coming with a miniaturized, built-in Dilithium recrystallization chamber, this module will continually replenish your reserves of weapons-grade Dilithium and ionized Idryll energy. Like the Subspace Power Converter, the system utilizes ambient energy conversion so that it can operate without the need for a dedicated power supply. The generated munitions are directly usable by the Scavenger Rifle, Stasis Rifle, Tetryon Pulse Disruptor, Arc Welder, Attrexian Arc Launcher and Idryll Staff, though again you may be able to use it for other purposes with some modifications. This particular system is best used for equipment that requires short but intense bursts of power rather than a steadier energy source.

- High Density Payload Fabricator (100CP)

The third and final ammunition system available, this fabrication suite is essentially an advanced, miniaturized replicator optimized for the creation of weaponry and explosives. Capable of generating a steady supply of highly volatile reactants by filtering and converting environmental compounds, this system provides a replenishing supply of ammunition for the largest and deadliest weapons fielded by the Hazard Team. It is immediately usable by the mark II Grenade Launcher, the Sniper Rifle, the Quantum Burst, and the low-profile demolition charges favored by Ensign Chang. Needless to say, you might be able to adjust the system to create other types of explosives and high-powered ammunition as well - though caution is advised. Demolitions work is notoriously unforgiving of beginner's mistakes.

- Tactical Display (25CP)

This small piece of equipment is typically worn over the left or right ear, from where it generates a holographic 'Heads Up Display' for the user. An upgrade over the standard model issued to all Hazard Team members, this display automatically adjusts for any bizarre biological abilities, strange new weapons, or other such out-of-jump assets you bring with you. The display shows an approximation of your physical health as well as ammunition counts, shield levels, local area scans (the 'mini map') with estimated locations of friendly and hostile combatants, and a number of other such tactical information. For held weapons, it also provides a 3-D target reticle that shows estimated weapon spread and likely impact locations, and the reticle will indicate if you're aiming at a friendly or enemy target if the system is configured with suitable I.F.F. criteria. All these features can be (de)activated or adjusted 'on the fly'.
The headpiece itself is hardened against interference or hacking, ensuring continued functionality even in the most hostile (in both senses of the word) environments.

- Tricorder (50CP)

The most commonly used hand-held scanner for Starfleet personnel, Tricorders can be used to detect and analyze an immense range of phenomena, from unknown energy fields to alloy compositions and navigational information. These tools are also used to interface with (or outright hack) alien systems, and can generate visual overlays for 'night vision', gas tracing, microfracture detection and other such perceptive benefits. Unlike the standard design, this particular model has also been enhanced for combat use. As a result, it can cut through many kinds of jamming and other effects that so often interfere with or outright disable their more common counterparts. It can also be integrated with your equipment (such as weapons or the tactical display offered above) so you can use it 'hands free'.

- Anti-Gravity Pack (50CP)

Although most of the Hazard Team's missions will be either on board ships or stations, or even planetside, moving in three dimensions remains useful as ever. This lightweight harness uses anti-gravity to propel the user, allowing for brief bouts of flight or much longer periods of effective 'weightlessness'. Keep an eye on your surroundings, and you could get some spectacular tactical advantages - especially if you can catch your foes off guard or evade them entirely. The system allows for roughly a minute of flight at jogging speed before the power pack is fully drained, though it recharges back to full power in at most five minutes.

- Ultritium Explosive Charges (50CP)

For situations where grenades, the Photon Burst or even breaching charges simply don't bring enough explosive power, there is this option. Man-portable, if barely, these deployable explosives can be triggered by a remote detonator, configured for timed activation, or set to go off based on some criterion detected by the basic sensor suite installed in the casing. When activated, this bomb potentially does enough damage to level small buildings and vaporize even heavily armoured or shielded individuals instantly in a considerable radius. If you're looking for something that leaves a crater, but relying on orbital fire support isn't practical, this monster gets the job done. Just... try to stay out of the blast radius; this weapon isn't exactly difficult to get 'friendly fire' incidents with. That said, you can dial down the explosive yield if you wish, and

damaging the device (such as by shooting it) will normally render it inert… unless you disengage the safeties, in which case it will immediately detonate.
You receive a set of five of these explosive devices, each of which is replaced after one day, though the Hazard Suit can't normally hold more than one in its transporter buffer.

- Portable Force Field (100CP)

A powerful but temporary shield generator, these bulky devices can be deployed to project a heavy barrier dozens of feet wide. The shield can be maintained for half a minute, and is resilient enough to weather multiple impacts from a Photon Burst without collapsing. It can also be configured to allow allies or friendly attacks to pass through unhindered in either direction. You receive a set of five such projectors, each of which is replaced after one day, though the Hazard Suit can't normally hold more than one in its transporter buffer.

- Seeker Drone (100CP)

This compact gadget will unfold into a small but remarkably effective robotic ally suitable for most combat environments. Equipped with fairly potent shielding and a small Phaser emitter, this drone is designed to continually hover near the user (usually above a shoulder or circling above the head), from where it will automatically engage any hostile forces. Though it's not particularly deadly, it also acts as a 'second pair of eyes', and it may even spoil ambushes by engaging targets the user themselves is not yet aware of. It comes with an intuitive control suite and can follow pretty complex orders, like tasking it to patrol an area or create a diversion at a target location. Unlike the standard model it will function indefinitely rather than operating on a thirty-second battery supply (though damage or outright destruction can obviously cut its time short), and it can easily be modified to make use of other weapons and ammunition types, in case you'd prefer it to use an Etherean Stasis Rifle or Attrexian Arc Launcher, for example.

- Personal Cloaking Device (300CP)

A cutting-edge prototype, the Romulan Personal Area Cloaking Device was created to allow Romulan operatives to evade detection much like their Warbirds hide from hostile starships. Capable of granting the user effectively perfect invisibility across a wide range of optical wavelengths, this system also includes a specialized dampening field that hides the user from most conventional scanners (though not necessarily dedicated bio-scans or specialized anti-cloaking detectors). Coming with a built-in power generator, it can keep the user hidden nigh-indefinitely, although the field will be briefly disrupted when the user fires any weapons; after firing, re-establishing the cloaking field will take a few seconds. Be careful with this technology; the Federation is not permitted to use or develop cloaking technologies, and revealing you are using a design developed by the Tal Shiar instead of Federation R&D is unlikely to mollify the Romulans.

- Orbital Strike (300CP)

There are some situations where man-portable weapons - even the terrifying Quantum Burst - aren't up to the task. Sometimes, you need something with a bit more *oomph*.

This purchase is little more than a targeting signal you can deploy in the field. Calling down a devastating attack with ship-scale Phasers and a volley of low-yield Photon Torpedoes from an orbiting starship such as the Enterprise, very few things can withstand this level of firepower. You can call down up to five such orbital strikes per day, regardless of whether there is a ship that could provide it or not. That said, using this type of bombardment while you're underground is, obviously, of limited use.

- Quantum Weapon Enhancer (300CP)

A volatile and highly unstable piece of experimental technology, this unique tool can be activated to generate a lethal Subspace ‘echo’ over the user and their equipment, greatly enhancing the effectiveness of the user’s attacks. While the system is operational, all damage you deal is effectively quadrupled, allowing even glancing hits or ineffectual strikes to pierce enemy defenses or disintegrate hardened alloys. However, the Quantum Weapon Enhancer is unable to function for more than thirty seconds at a time, so it's crucial to use it when it is most useful. Though the original model simply burned out after use, this refined variant instead requires an hour to recharge and restabilise before it can be activated once more.

- Metaphasic Shielding (300CP)

The defensive counterpart to the Quantum Weapon Enhancer, this powerful defensive item can be activated to envelop the user in a temporary but incredibly potent energy field that effectively nullifies all incoming attacks as well as environmental dangers such as heat or radiation. Not originally developed for use in personal devices, this system was originally single-use only and could only remain active for thirty seconds. Though it’s still far from a continuous form of defense, this modified design instead requires an hour to recharge and recalibrate the emitters after each activation, allowing it to be used again once this process is completed.

MISCELLANEOUS ITEMS

Though a lot of things in this jump go ‘Boom!’ one way or another, that doesn’t mean there’s not a lot of other interesting goodies and machinery out there that you might find useful. Items from this section use the same basic rules as outlined in the ‘Combat Equipment’ section, including restoration after damage or destruction, import options, and other such concerns.

- A Hazardous Collection (Free)

Set phasers to frag! Initially seeming just another ordinary PADD, this item carries not only both of the Star Trek Elite force games, but all their related extras and bonus content. It's guaranteed to run (and run smoothly) on just about anything capable of generating an image - from antique laptops to state-of-the-art Holodecks. As a free bonus, we’ll even throw in the rest of the Star Trek franchise, should you be in the mood for some less *explosive* entertainment.

- The Golden Fleet (Free for all)

They're not especially useful as such, but they sure look very nice. This collection of gold-plated ship models includes all the famous ships seen in Star Trek, from the basic shuttle craft to such

legends as the Enterprise-E and Voyager. It will also update with any other ships, vehicles or space stations you own or spend a sizable portion of your time on.

- Isodesium (100CP)

An uncommon resource not usually found in Federation technologies, Isodesium is occasionally employed by less advanced societies; often without recognizing its potential. Appearing as a rough, metallic ore, this compound can be integrated into a variety of energy systems to bolster its function. While it doesn't have any effect on overall power, it makes such systems *much* more resistant to anything that might interfere with their power, such as those caused by power-draining energy fields, E.M.P. weapons, overloads or similar kinds of issues. You receive several kilos of unrefined Isodesium, which replenishes on a weekly basis when used up, lost, destroyed or otherwise spent. Maybe you can find some use for it?

- Deadly Lights (100CP)

While Holodecks might be derided by some as vapid entertainment, they're also very powerful training tools in the right hands. With this purchase, you receive your very own Holodeck, which may be placed somewhere in-setting or attached to your Warehouse if you prefer. Capable of generating a wide range of life-like holographic scenarios, this variant system has a few notable improvements over the Holodeck types found in this setting. First, the safety protocols are now completely reliable: this holodeck cannot kill you or permanently injure you so long as the protocols are engaged (and these will never be switched off ‘accidentally’). Also, it’s worth noting that while the Holodeck is capable of creating fully-functional A.I., it will never do so without the user’s explicit instructions to do so.
Secondly, it’s considerably more powerful in general, and can create enemies of seemingly arbitrary power for you to fight even if ordinary Holodecks couldn’t handle the power requirements, computational needs, or even necessary space within the room itself. This means you’ll be able to practice here effectively regardless of your level of combat expertise or any other abilities you might have that might otherwise render the Holodeck’s programs trivially easy; you’ll even be able to use powers that normally wouldn’t work on ‘mere’ holograms here, such as telepathy or necromantic spells.
The built-in creation software also allows you to easily create new environments or foes according to your wishes, and can effortlessly convert existing media you give it into holo-novels of various types.

- Assault Shuttle (200CP)

Starfleet vessels are typically built for versatility and comfort, but such benefits are largely useless when you need to get somewhere you'll encounter more rocket launchers than diplomats or scientists. This small vessel's design might be based on the classic Federation shuttle framework, but the similarities are little more than aesthetic at best. Heavily shielded and reinforced, it incorporates cutting edge ablative armour to create a vessel unreasonably tough for its size. This cramped ship can fly through intense enemy fire and still guarantee safe delivery of as many as a dozen heavily armed passengers. Indeed, 'rapid insertion' with this craft might involve less actual landing than it does plowing nose-first into the ground at several times the speed of sound - yet the pilot and soldiers inside will at most be slightly rattled. It also

comes with a signature masking system to evade detection, though it's only lightly armed (insofar as the usual Phasers and handful of Photon Torpedoes are 'light'). It's still primarily a transport, after all, not a gunship.

- For A New World (300CP)

Although the Etherians are relative newcomers to space, their unusual approach to technology has nonetheless set them apart from many other spacefaring societies. You gain a sizable database with the Etherians' collected knowledge, possibly as a gesture of good faith on their part. Although the translation system is… *somewhat rough*, it's still a lot better than the electrical signals the Etherians normally use (which most humanoids would consider near-lethal electrocution).
A treasure trove of cultural and scientific history, the most notable information in this system deals with the Etherians' semi-organic machinery, the reason an Etherian ship sometimes seems as much a living, breathing entity more than an actual starship. This includes their neural interfaces, as well as the 'fire flies' they use to repair damaged materials and the incredible stasis and medical systems they used to keep their people healthy during their long journey (and while facing a lot of Phaser fire during the disastrous First Contact with Voyager's people). Although making these technologies work alongside Federation systems likely needs some out-of-the-box thinking, it could be *very* useful for both Voyager and the Hazard Team.

- Etherian Sleeper Ship (200CP, requires *For A New World*)

A 'sleeper' ship built to carry a large number of Etherians in stasis on long journeys, this colony ship has little in the way of armaments and extremely limited Faster-Than-Light capabilities. However, it is remarkably resilient and its bio-mechanical nature gives it a measure of resistance against forms of attack that are designed to work on wholly artificial systems - not to mention a fairly impressive ability to self-repair. It also has some fairly sophisticated long-range scanners, which allowed it to remain aware of its surroundings when other vessels were largely rendered 'blind' by the Forge. It contains enough stasis systems to carry thousands of Etherian colonists or other individuals in perfect safety, and the entire ship has a vast, integrated network of teleportation and sensor suites built throughout the hull. As a result, the ship can track and beam out injured crew in a split second from anywhere on the ship - the Hazard Team would eventually learn that the past half hour long firefight involving heavy weapons resulted in *zero* fatalities or long-term injuries amongst the Etherians.
You gain a similar vessel to the Etherian ship trapped by the Forge, though whether it includes any crew or colonists is up to you. Regardless, the living vessel can operate on its own without needing a crew and you are considered its captain until such a time you give said role to someone else.

- War, First And Foremost (300CP)

Interstellar war is rarely pretty, but desperate times call for desperate measures. This computer core of alien design is rugged and heavily reinforced, seemingly built to withstand heavy combat without failing.
Within its databanks lie a treasure trove of schematics and tactical data - all meant for the creation of robotic combat units and other war assets. From battlefield A.I. to immensely resilient

spaceship armour and automated maintenance drones to relativistic mass driver artillery, this database contains enough combat designs to build entire armies or fleets without the need for a single living soldier.

- The Dreadnaught (300CP, requires *War, First And Foremost*)

A largely automated warship defined by the gargantuan gun barrel that makes up over half of its hull, the Dreadnaught was originally built to besiege fortified targets from immense range. Capable of operating independently for extended periods of time, these mile-long ships are over-engineered to the point one was still (mostly) functional and capable of crippling a heavily armoured vessel with little more than a glancing hit… *after* having spent several centuries adrift in the ship graveyard surrounding the Forge. This purchase grants you a similar vessel, complete with the robotic caretakers that gave (or would give) the Hazard Team such trouble. Unlike the derelict, this vessel is still in perfect condition. It only answers to you, unless you grant others partial or full authority.

- Wisdom Of The Past (300CP)

Although the Idryll are currently little more than a vassal race to the Attrexians, they were once a powerful interstellar society in their own right. Before their civilization was annihilated by the Exomorphs, they had become especially talented in the fields of civilian engineering and industry, advanced energy manipulation, temporal distortions and the creation of systems and structures considerably more robust than even the Federation's designs. In fact, many Idryll systems remain functional even thousands of years after their last use, a fact that gives the Attrexians no end of trouble due to their choice to erase all evidence of the Idryll's former glory. It does *not*, however, come with the technologies used to create their Exomorphs - arguably for the best.
With this purchase, you gain a number of archeological finds that would, with some study, allow you to recreate most of the technological achievements of the Idryll at their height… and potentially send the Idryll and Attrexians into a bloody war if made public.

- A Living Army (300CP, requires *Wisdom Of The Past*)

Originally designed as genetically modified beasts of burden and manual labor, the Exomorphs are a collection of hardy creatures capable of feats most other races require technology for. From organic ion thruster 'jet packs' to hardened carapaces capable of shrugging off cave-ins and Phaser fire alike, each Exomorph was a disposable but exceptionally capable servant that lacked the intelligence to make its own decisions. This purchase grants you all the information needed to (re)create the various Exomorph strains, including everything you might need to create a new Master Control Facility from where they can be remotely directed. Further, you'll also have access to the notes and hard-won lessons of the Idryll that created the originals… including their mistake in creating the Archeopendra, its emergent sentience, and how they were forced to stop it. Whether you improve on their design or simply avoid the mistakes of the past - well, that's up to you.

- Legacy Of The Vor'Soth (800CP)

This semi-spherical machine is only a few feet across, but don't let its size fool you. Known simply as a 'seed', this device is a small, self-contained fabrication system holding the entirety of the Vor'Soth's knowledge. Given time and materials, the seed can rebuild itself into a new Forge, first by harvesting asteroids and other secluded sources of raw materials, and later by potentially trapping other vessels using the FTL recall system and power suppression field that led to Voyager's entrapment. It also contains enough biotech to create entire armies of super soldiers and psychically gifted enforcers - be it by recreating the Harvesters, Reapers and Avatars used to create the Vor'Soth's army... or by altering existing species - or even yourself - to suit your needs instead.

- A Fragment Of Imperfection (1000CP)

Seemingly nothing more than a tiny mote of dust held suspended in a *severely* over-engineered containment system, anyone seeking to make use of this item will want to be very, very careful. A small cluster of Borg nanoprobes, these microscopic machines will automatically seek out and infest any nearby technology or organic life they come into contact with, transforming their victims into nothing more than new extensions of the Borg's terrifying cybernetic hive mind. Highly adaptable, the most terrifying aspect of these machines is that almost no technological counter works more than a handful of times. Energy weapons become ineffective after a few shots, shields and other defenses are simply bypassed after several deflected attacks, and so on - and these benefits are normally shared across the entirety of the Collective, granting all their drones, ships, and other assets these same immunities.
These nanoprobes contain the entirety of the Collective's scientific and technological knowledge, but they've been cut off from the greater hive mind. Careful study could theoretically lead to great leaps forward into a wide variety of scientific fields, the identification of critical vulnerabilities in the Borg's nigh-insurmountable technological edge… or a fate worse than death for any hapless researcher foolish enough to let these nanoprobes escape somehow.

COMPANIONS AND FOLLOWERS

- An Elite Team (variable cost)

Each member of the Hazard Team is, if only by necessity, a highly trained combat expert capable of operating alone on the most dangerous away missions. But that doesn't mean they always work solo - so why not get some backup? You may import an existing Companion or create a new one according to your wishes for 50CP each, or get a group of up to eight at once for 200CP. They each receive a Background and 300CP to spend on purchases, and may take Drawbacks that only affect them personally for additional points.
This option may also be used to recruit existing characters, such as Tuvok, Captain Picard, or whoever else you run into or seek out during your time here. You may offer Companion status to anyone so long as you still have a paid-for 'empty slot' available, though they must still accept the offer. Newly recruited Companions receive their CP allotment once they accept and may immediately make appropriate purchases, but cannot take Drawbacks.

- Reinforcements (50CP)

Not everyone's the best of the best. The battlefields of the 24th century are no different, and most combatants are… well, average. This purchase grants you a group of allies ready to support you on whatever missions you might find yourself on, equivalent to about five or ten moderately skilled and equipped soldiers. And with 'equivalent', we mean you've got a pretty big variety on offer. Perhaps it's a number of Dreadnaught drones programmed to protect you, or you've convinced a few Etherians or other aliens to back you up? It could even be a handful of Reapers or Exomorphs, perhaps the result of some scavenged cloning technology that allows you to grow more without aid from the Vor'Soth or the Idryll.
Of course, the classic 'Red Shirt' team is also an option. You can mix and match however you like, and any casualties are replaced after a week. These allies are not Companions, but individuals can be made into companions using the standard rules for importing or recruiting as applicable.

SUPPLEMENT MODE

Originally, Voyager created the Hazard Team to deal with the dangers and high-risk assignments in the Delta Quadrant… but there's far more Star Trek adventures out there than the story of one ship trying to make it home. Indeed, there's no shortage of problems that could be solved with a healthy dose of Phaser fire. Captain Picard would eventually re-establish the team to provide support on the Enterprise after Voyager's return, Captain Archer made extensive use of his M.A.C.O. forces, and who knows what opportunities await during the Federation-Dominion war seen in Deep Space Nine, the war with the Klingons glimpsed in Discovery, or elsewhere?

You may use this jump as a supplement for any other Star Trek jump, rather than using it for the timeline seen in the games. Upon your arrival, you'll be given the opportunity to form or join a Hazard Team, or something equivalent, suitable for the era and other setting details. As a result, your background, history, starting locations and other such details will become a blend of the choices you make for both jumps, with any requirements from the 'main' Star Trek jump taking priority over those from this document in case of conflicting options.
Keep all CP totals separate - you can't spend CP from this jump on the 'main' jump or vice versa.
Do note, however, that simply taking this jump as a Supplement does not eliminate the story of the games entirely. Whether it's on Voyager or as early as Captain Archer's 22nd century, the Vorsoth *will* become active and threaten the existence of the Federation - or even the entire galaxy - regardless of when it would originally have done so. Likewise, regardless of if or when the Romulans or the Empty Crown conspiracy get involved, the Idryll will reactivate their Exomorph facilities and unleash their horrors on the galaxy - intentional or otherwise. You're guaranteed to become involved in these events unless you actively take measures to avoid such responsibilities, but do be careful: without the efforts of the Hazard Team, these crises would likely have had catastrophic consequences. Events will adjust to be comparably dangerous based on your current time period, compensating for any disparities in technological prowess as appropriate, and purchased items or equipment are likewise brought in line with whatever show or other source material you used as your main jump.

You may use this jump as a Supplement multiple times, but you will only receive the base allotment of CP once; any points you wish to spend during a second or later visit must come from Drawbacks. You will not receive new copies of any purchases that are ‘free for all’. The same rules apply to your Companions, if any, though if you’ve recruited any new Companions since your last visit these will still receive their base CP and other benefits as it’s their first time here.

DRAWBACKS

If you're not satisfied with your purchases or you just want a bigger challenge, you may take Drawbacks for additional points. There is no limit to the number of Drawbacks you may take, though you might want to make sure you can actually survive them all.

- Unknown Hazards (+0CP)

The galaxy is a strange and wondrous place (ignoring the danger for the moment), but exactly *how* strange and wondrous isn't always clear. This toggle allows you to include or exclude any parts of Star Trek lore that aren't an on-screen part of the Elite Force games and/or whatever series you've chosen to supplement it to.
For example, you could decide how many (if any) of the Star Trek Voyager books actually happened or will happen, whether anything from the prequel series of Enterprise or Discovery is actually true or not, and so on. You may also decide the truth for any conflicting facts of canon or multiple-choice possibilities such as Alex's gender in the first game or the love interest in the second.

- Munroe, Is That You? (+0CP)

Whether it's Alexander or Alexandria, the (future) leader of the Hazard Team will be instrumental for handling the crises ahead.
With this toggle, you can take their place instead, effectively becoming the protagonist of the Elite Force games with all that entails.

- Frequent (Delta) Flyer (+100CP)

Ion Storms, dampening fields, technical difficulties or just a decent shield between *here* and *there*. Transporters aren't going to be any good for you, so you'll have to rely on flying to your destination. Expect noticeably worse starting positions whenever you need to deploy, and keep your seat belt on because you might get shot at on the way down, too.

- Drained (+100CP)

Enemies around every corner, the clock is ticking, and your rifle… is out of power again. You'd better learn how to make the most of your sidearm, because aside from that one pistol you'll find every other weapon you bring with you suffers from continuing ammunition shortages. You'll get a few shots off before running dry, but after that you'll have to trust to luck and hope you can find some suitable energy supplies or scavengable Dilithium… and even those won't carry you nearly as far as before.

- Solo Assignment (+100CP)

What part of “Hazard *Team*” do these people not get? No matter how many teammates come with you on an away mission, they'll always end up elsewhere for some reason. Sometimes it's “going off to scout” or “I need to find the computer core to download the contents”, other times they just get injured a bit and beamed back to the ship for medical care.
Regardless of why they leave you, the fact remains that you have to solo your missions pretty much every single time.

- Unforeseen Encounters (+100CP)

Borg? You can handle them. Alien scavengers? Sure. Human pirates from the Mirror Universe? ...weird, but okay. You gotta ask though: where the hell did that Mario level come from? Or getting attacked by a horde of miniature monsters or that sentient collection of cargo containers? *Why* is Picard playing exomorph chess with an evil Romulan mastermind, and what in Q's name is up with that plywood laundromat?
Well, strap yourself in and watch those Tricorder readings, because things are going to get as weird as the various secrets and hidden jokes in the second game… except far, far more often. Expect your entire ten years here to be defined by the kind of nonsense seen in the zaniest, most contrived Star Trek episodes ever aired. Well, except with more guns, probably, though this Drawback doesn't make things more dangerous per se. Except to your sanity.

- Prey (+100CP)

You're the kind of target one finds only rarely. Powerful. Elusive. *Worthy*. Or at least, the Hirogen Alpha who's caught your scent seems to think so, and they'll go to any length to take you down and mount (part of) you on their wall as a trophy. They're cunning, well armed, and no amount of running will shake them off for long. Even if or when you manage to kill the one tracking you, a new Alpha will take up the hunt once more, each with their own ship, their own subordinates, and their own preferences for the hunt.

- Treknobabble Under Fire (+100CP)

Oh, if only weapons fire was the end of your troubles. But it was not meant to be, for you are doomed to face those most Trek of challenges: the creative ones. Bypassing enemy strong points by blasting through a wall's weakened part, modulating machinery with your Tricorder, solving power line puzzles, jury-rigging alien weapons just to open a stuck door or two and countless other brainy difficulties, 'mini games' and other such obstacles will keep finding themselves in your path. Hope you've been exercising that brain of yours, because your rifle only gets you so far…

- Cowardly (+200)

Why did you join the Hazard Team? You're twitchy, anxious, a nervous wreck that makes Chell look badass by comparison. Yet at the same time, this lack of courage does *not* mean you'll quit or stay out of the action. Perhaps you feel like you've got something to prove, or it's simply easier to feel you can handle it *before* the energy bolts start flying, but you'll agree to go into the fray again and again… and every time, it's going to leave you utterly terrified.

- Brazen (+200)

Confidence, decisiveness, an outgoing nature. In you, they've metastasized into a behavioural pattern not unlike Biessman's. As in, you're a cocky, careless, and undisciplined ass who might enthusiastically prank a neurotic ally *in a hostile ship*. You're also prone to jump into suppressive fire to save a friend, but sadly, overconfidence is as dangerous as fear-induced paralysis, and arguably even more likely to put your allies in harm's way.

- Legion (+200CP)

The stakes are high, time is short, and your foes are limitless… well, not *quite* limitless, but the point stands. This Drawback ensures that enemy forces are considerably more numerous, effectively doubling the amount of resistance you'll face in the field. This will usually mean there will be more foes, though it might also mean they're a bit better equipped or they can simply bring their reinforcements to bear more effectively so their local force concentration is greater. Still, whatever the case may be, you'll be facing some pretty stiff fights here - better make sure you're ready for it.

- Sidetracked (+200CP)

What, you expected you could just walk into any alien vessel or secret fortress and just get free access everywhere? Not this time around, because just about every security system has it out for you. Doors need access credentials, guards need authorization or secret passwords, even your sonic shower might occasionally refuse to turn on until you provide your unique voice recognition code. Worse, many of these things will force you to go on (brief) detours to get whatever gadget or hacked passcode you need to get where you actually need to go. Even on your own ship. Hope you're not in a hurry.

- *Precisely!* (+300CP)

Smug, incompetent, and an infuriatingly obnoxious individual all around, the fact that Stemmons is utterly mistaken about everything involving firefights and danger proved no obstacle to his most recent position. Somehow, against all odds and common sense, this wretched bureaucrat has been made your direct superior and now commands the entire Hazard Team. Quitting is no solution, even the Captains are powerless to stop it, and you can't get rid of him either; even vaporising him with a Quantum Burst will just mean he's accidentally cloned out of the Transporter buffer, replaced by an alternate reality counterpart with *even bigger* eyebrows, or some other contrived coincidence puts him back in charge. You also can't openly defy his orders... but his incompetence *does* mean you'll be able to sidestep his moronic decisions with some effort, like using 'exact wording' or creative interpretations of his orders to get the job done despite his best efforts otherwise. Is it really worth having to restrain yourself from punching him in the face every time he opens his mouth, though?

- The Only Thing Worse Than An Alien Attack… (+300CP)

...is an alien attack that hides when you see it coming. Chell's words are very much true, especially with this Drawback. Your enemies will automatically adjust to your plans and tactics, changing patrol routes, altering codes, and otherwise making things more difficult for you in

whatever way they would have with extra preparation time. This occurs even if, and especially when, these enemies aren't (yet) aware of what your plans actually are or even that you're in the area at all. They'll simply change things up because they have a bad feeling somehow, because they're getting bored, or just due to bad luck on your end.

- Starfleet's Finest (+300CP)

The galaxy is a dangerous place - you'll need the best training, the most powerful weapons, and a sheer amount of talent few could match. For your foes are some of the strongest, most powerful, and most *dangerous* in the galaxy - with this Drawback, all your enemies receive considerably enhanced accuracy and reflexes, with a competence level to match. Near-misses become certain hits, and you'll be dealing with group tactics considerably more advanced than simply keeping you pinned with suppressive fire and hoping you'll run out of charge for your weapons. Stay on the move, keep an eye on your surroundings, and don't give them an opening - or it might be your last.

- Only Mortal (+300CP)

Incredible cosmic powers certainly exist in this setting, but they're usually associated with the nigh-omnipotent Q… and he doesn't seem the kind of entity who's above a little jealousy. Not that he needs to worry about *you* though. With this Drawback, you and your Companions lose any powers, perks, items or other advantages you might have brought with you from previous jumps. You are effectively reduced to nothing but your Body Mod and whatever you buy for this jump.

ENDING

I hope you enjoyed spending ten years on the front lines, insofar as the term applies in deep space?
Regardless, now it's time to decide where to go next.

If you're tired of jumping, you can **Set A Course For Home** and return to your reality of origin. You keep everything you've acquired during your travels, but you'll never jump again. This is the only option for you if your time here resulted in your death.

Alternatively, if you've come to enjoy the occasionally bizarre but still wondrous setting of Star Trek, you may of course choose to **Join The Federation** (or some other group) by staying here. You'll spend the rest of your days in this setting, tangling with Klingons, exploring new worlds, and maybe saving the galaxy now and then.

And of course, you can always **Go Where No One Has Gone Before**, moving on to your next jump and whatever adventures await. There are countless other worlds out there, and no doubt some of them could use a good bit of Phaser fire or a miniaturised Photon Torpedo or two.

NOTES

Any technologies or other advantages you pick up during your time here will continue to work in future settings, regardless of whether they were purchased with CP or not. As an example, you'll still be able to build functional Warp cores even in settings with different laws of physics, and your Betazoid telepathy won't suddenly fail when used on elves or other such magical beings. This assumes there's no active interference though; an angry god who's deliberately preventing you from making a working Phaser might still cause you problems, for example.

Feel free to assume that, unless you actively start drawing attention to yourself somehow, near-omnipotent entities such as Q won't immediately start messing with you because of your nature as a Jumper.

Yes, you can become an Ocampa on par with Kes. No, you don’t get any special protections to get around that whole ‘lifespan measured in single-digit years’ issue. Figure something out with the Doctor or the second Ocampa colony, bring your own solution from out-of-jump, or start considering the consequences of possibly dying of old age at around seven years old.

When in doubt, fanwank responsibly and have fun.

A big ‘thank you’ to everyone who’s given feedback on this jump (especially ltmauve); you guys are great!